MINDSCAPE

Mindscape Inc.
A Software Toolworks Co.
60 Leveroni Court
Novato, CA 94949
415•883•3000

Printed in Japan

PAPERBOY 2

SNS-P2-USA

Instruction Booklet

SUPER NINTENDO

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Paperboy® 2, Copyright © 1991 Tengen. All rights reserved.
®Atari Games Corporation.

Paperboy® is a registered trademark of Atari Games Corporation.
Mindscape® and its logo are registered trademarks of Mindscape Inc.

Licensed to:
Mindscape Inc.
A Software Toolworks Company
60 Leveroni Court
Novato, CA 94949
(415)883-5157

This Game is Licensed by Nintendo® for play on the

SUPER NINTENDO ENTERTAINMENT SYSTEM

LICENSED BY Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

PAPERBOY™

Instruction Booklet

Licensed by Nintendo® for play on the Super Nintendo Entertainment System®.

Table of Contents

Game Controls 1

Starting the Game 2

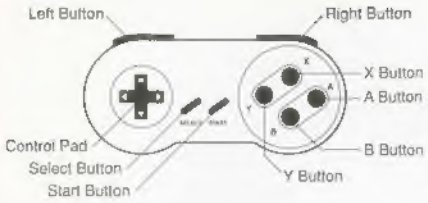
Playing the Game 3

Levels 4

Scoring 5

The Daily Report 7

Game Controls



Control Pad: Moves the *Paperboy* or *Papergirl* as shown:

↑	Speed up the bike.
↓	Slow down the bike.
→	Move the bike right.
←	Move the bike left.
Select	Go to the *Options* screen; choose an option.
Start	Start the game, pause, and continue.
R, A, X	Throw papers right.
L, B, Y	Throw papers left.

Starting the Game

To start the game:

1. Put *Paperboy 2* in the Super Nintendo Entertainment System (Super NES).
2. Turn on the Super NES.
3. At the title screen, press **Start**.
4. Press **Select** to go to the *Options* screen.
5. Press ↑ ↓ to select the following options. Press → ← to change the Route number.

   Route Player enters the correct Route number.
   Paperboy The action figure is a boy.
   Papergirl The action figure is a girl.
   Note: For two players, the software automatically lets each player select one of the above options.
6. Press **Start** to begin the game.

Two Player Option

In the two player option, Player 1 takes the first turn until he (or she) gets to the bonus round or loses all his (or her) lives, then Player 2 tries. The first player to reach the bonus round obstacle course waits there for the other player. When the other player arrives, both players appear on the screen and complete the bonus round together. Note that both players always play in the same day of the week.

Playing the Game

It's early morning and the birds are singing. That familiar "TWAP!" could only mean one thing—**look out the *Paperboy* is back!** *Paperboy 2* is a daredevil stunt rider with a new look – he's a boy or she's a girl! The neighborhood has changed too! There are more types of houses, including mansions, haunted houses, and kids' club houses. There are also more obstacles, such as gargoyles, ghosts, and sewer monsters. Luckily, *Paperboy 2* has improved steering ability and can deliver to both sides of the street. Nonetheless, *Paperboy 2* still needs help (and skill) to survive the hazards of the suburban jungle!

When the game begins, a screen shows all the houses. The houses that belong to *Paperboy 2*'s subscribers are *white*. Score, lives remaining, and papers are shown in the upper left corner of the screen.

Score points by getting *Paperboy 2* to deliver papers to subscribers' houses—those with paperboxes in front. Make sure they get their paper delivered or they'll drop their subscriptions! Get points when *Paperboy 2* does good deeds, such as stopping burglars or runaway baby strollers. Collect bonus points in many ways, including breaking non-subscribers' windows, watering the sunbather, and hassling the garbage man.

At the end of each day, beware! *Paperboy 2*'s boss reviews his (or her) performance. If *Paperboy 2* did well, he (or she) gets to wake up bright and early the next morning and make the rounds again. If she (or he) didn't make the grade, it may be time to look for a new job!

Levels

The game has three "weeks" of seven days each (Monday through Sunday). Each week has 20 houses: 10 subscribers and 10 non-subscribers. If *Paperboy 2* misses a subscriber's house, then that house becomes a non-subscriber. If *Paperboy 2* delivers to all of the subscribers, he (or she) can regain a former subscriber. This is called a *Perfect Delivery.* A perfect delivery earns resubscribers up to a maximum of 10. After that, a perfect delivery earns a free life. After successfully completing a week, *Paperboy* earns a promotion to a new route with fancier houses.

Week 1: 20 small houses, a gas station, and a market.

Week 2: 10 small and 10 medium houses, a gas station, a market, a carnival, and a park.

Week 3: 10 medium and 10 big houses, a gas station, a market, a carnival, a park, a car dealer, and a mall.

Training Course: In addition, there is a bonus round *training course* at the end of each day. The training course grows longer with each week. If *Paperboy 2* crashes in the bonus round, he (or she) doesn't lose a life.

Scoring

The score indicator appears in the upper left hand corner for Player 1 and in the upper right hand corner for Player 2. Line 1 shows the number of papers and lives remaining. Line 2 shows the game score. Line 3 is the breakage bonus that is added to the score while time remains in the bonus round. Score points by hitting objects with newspapers.

Points

Object	*Points*
Mailbox	500
Kid running across street	1000
Baby stroller	1000
Graffiti guy	1000
Burglars	1000
Sewer monster	500
Fat lady	250
Bottles	250
Subscriber's doorstep	200
Skateboarder	200
Cars and trucks	100
Clowns	100
Vacant lot kids	100
Zombie	50
Ghost	50
Gargoyle	50
Mummy	50
Bird	50
Dogs	50
Scarecrow	50

Note: The bonus score is decreased in the bonus round as time is used up to complete the course.

Breakage Bonus

Players score breakage bonus points as shown by hitting objects with newspapers. The breakage bonus is added to the score during the training course.

Object	*Points*
Open car hood	300
Lawn mower	300
Pig roaster	300
Non-subscriber's window	200
Men with glass	200
Men with couch	200
Garbage man	200
Old people	100
Sunbather	100
Baseball players	100
Waiter	100
Piano mover	100

The Daily Report

After the training course, the *Daily Report* screen appears. If *Paperboy* missed any subscribers' houses (or broke their windows!), those houses *flash* on the screen, meaning they cancelled their subscriptions. If *Paperboy* made all deliveries, she (or he) keeps existing subscribers and gains additional subscribers (to a maximum of 10). When *Paperboy* gets through an entire week of daring deliveries, she (or he) makes the headlines of ***The Daily Sun*** and earns a promotion! Along with the promotion,the next **Route Number** appears. *Paperboy* begins the next game on that route

Limited Warranty

Mindscape Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Mindscape Inc. does not warrant that the Game Pak will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE GAME PAK ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL MINDSCAPE INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GAME PAK.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Mindscape Inc., 60 Leveroni Court, Novato, CA 94949, or call:

USA (415) 883-5157
UK (0444) 831-761
Australia (02) 899-2277
Japan (0473) 63-9111

Technical Support

For technical support in the USA, please contact:
Mindscape Inc.
A Software Toolworks Company
60 Leveroni Court
Novato, CA 94949
Telephone: (415) 883-5157
Fax: (415) 883-3303

For technical support in Europe, please contact:
Mindscape International
The Coach House, Hooklands Estate
Scaynes Hill
West Sussex
England, United Kingdom
RH17 7NG
Telephone: (0444) 831-761
Fax: (0444) 831-688

For technical support in Australia and New Zealand, please contact:
Mindscape International
5/6 Gladstone Road
Castle Hill, NSW
Australia 2154
Telephone: (02) 899-2277
Fax: (02) 899-2348